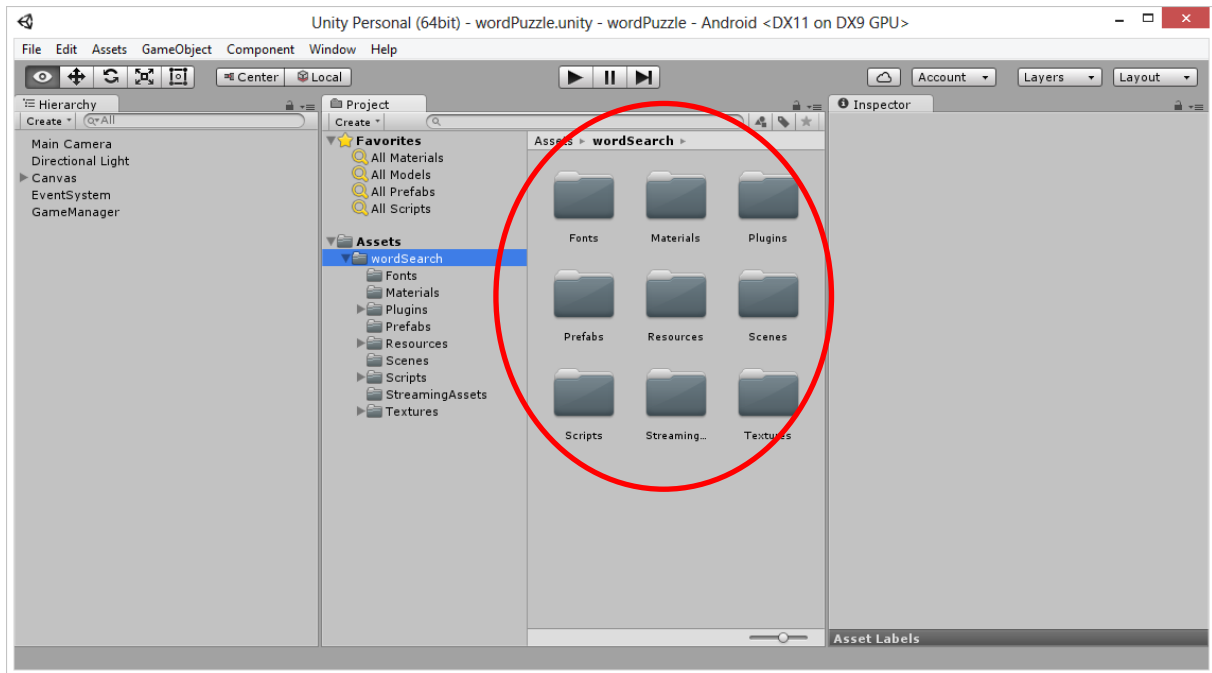


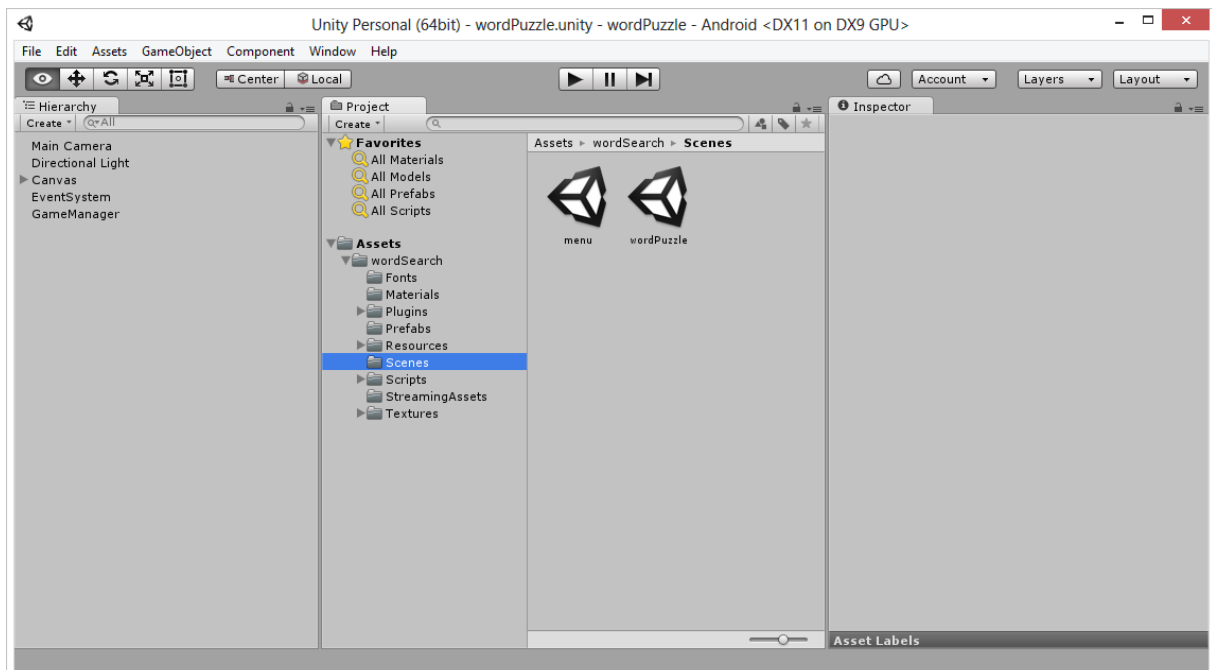
D	R	U	S	H	C
O	O	R	E	I	R
O	T	C	A	T	Y
M	W	O	R	D	S
E	A	R	C	H	I
D	L	N	H	X	S

WORD SEARCH

Hello and welcome to the documentation of Project WORD SEARCH. This document should help you getting started with the project. Opening the project you will find the folder *wordSearch*. This folder contains the project files.

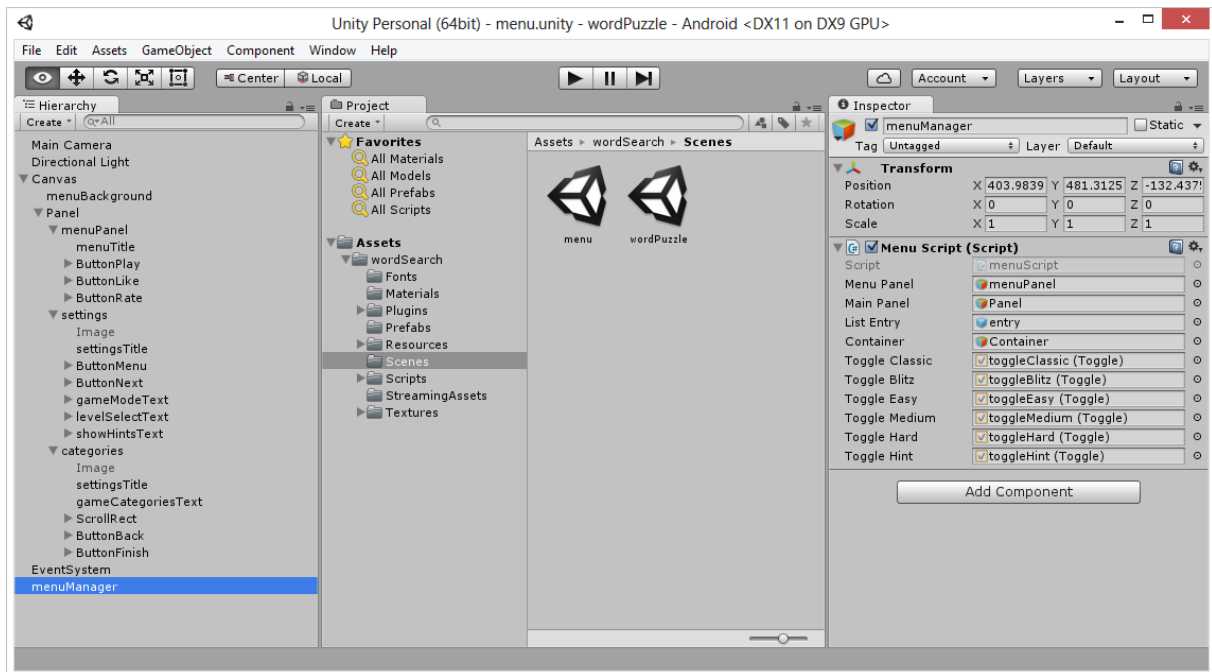


Most important in this structure is the folder *scenes* which contains the game scenes. You will see the game scene which we will discuss in detail now. Double click the *menu scene* to open it.

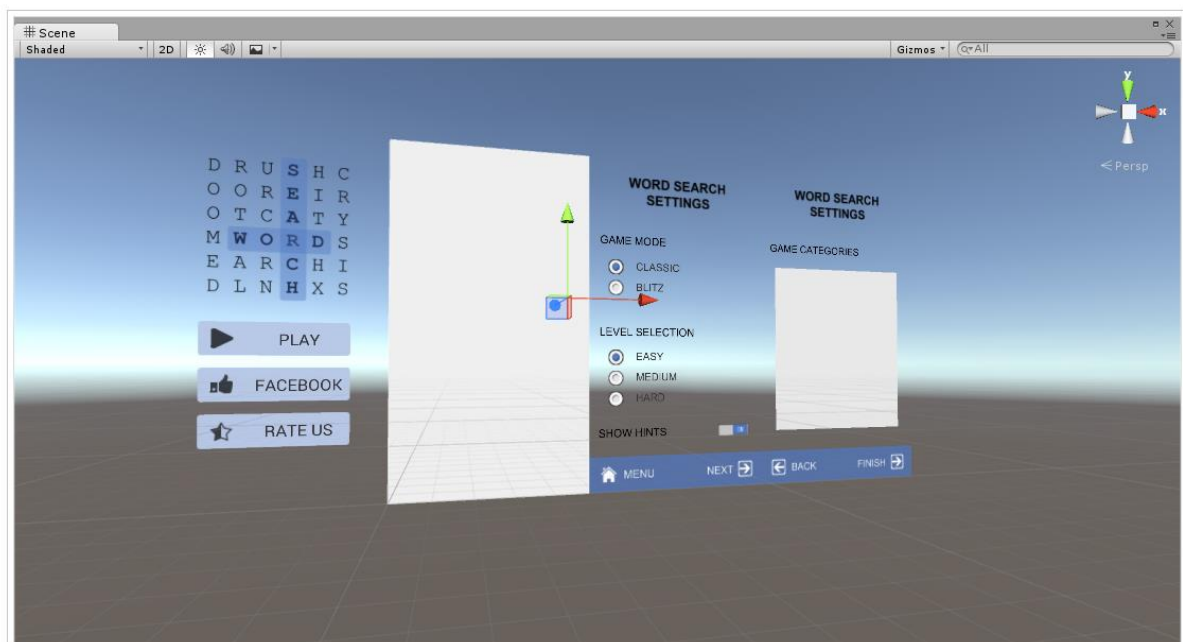


MENU SCENE

Take a look at the Hierarchy view:



The main menu consists of a Canvas which has several Panels on it. These panels are the menu pictures which can be slid in and out. Have a look at the menu structure in the next illustration.

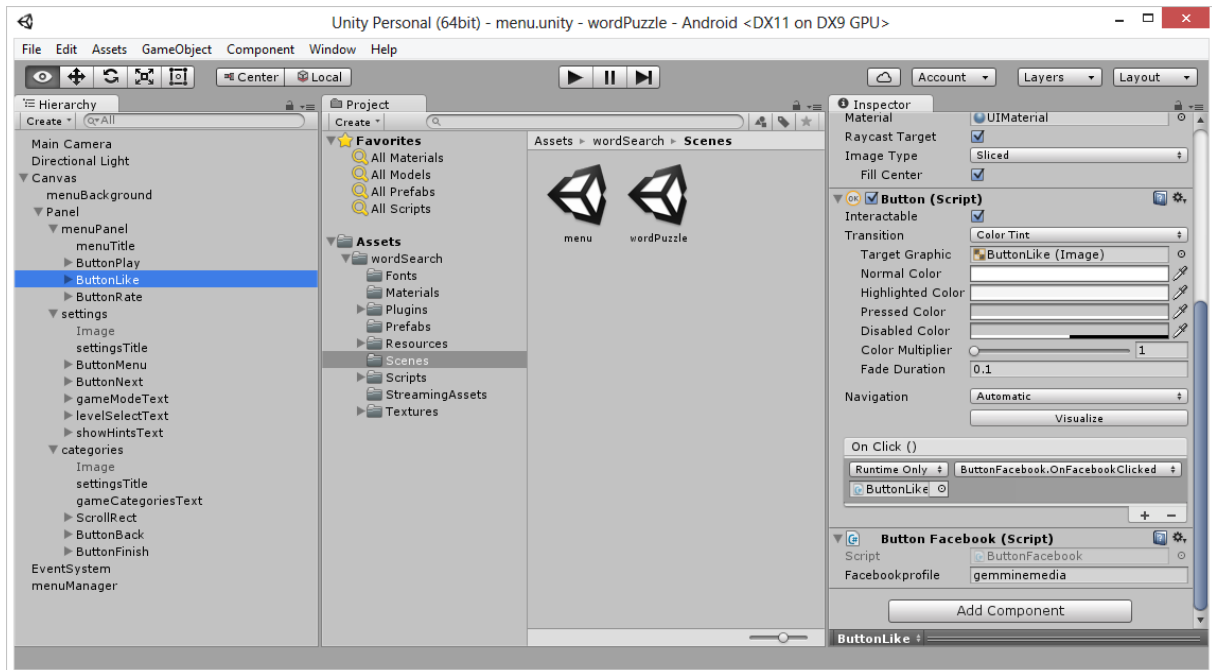


The buttons have the usual event code attached to it. Have a look at the menumanager script to learn more. Two buttons are new in this game: The facebook and rating button. These buttons allow you to open up your facebook page and the google play / itunes store page to rate the product if you will publish it there.

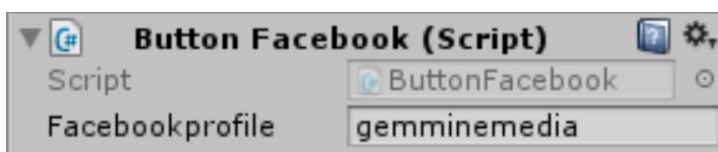
FACEBOOK

CubeTri makes use of the all new GemMine Media Facebook-Button. Clicking on this button, your facebook page opens up. Unity starts a browser on Windows desktop OS and lets you choose between a browser and your facebook app on Android devices.

You find the button under **Canvas | Panel | menuPanel | ButtonLike**



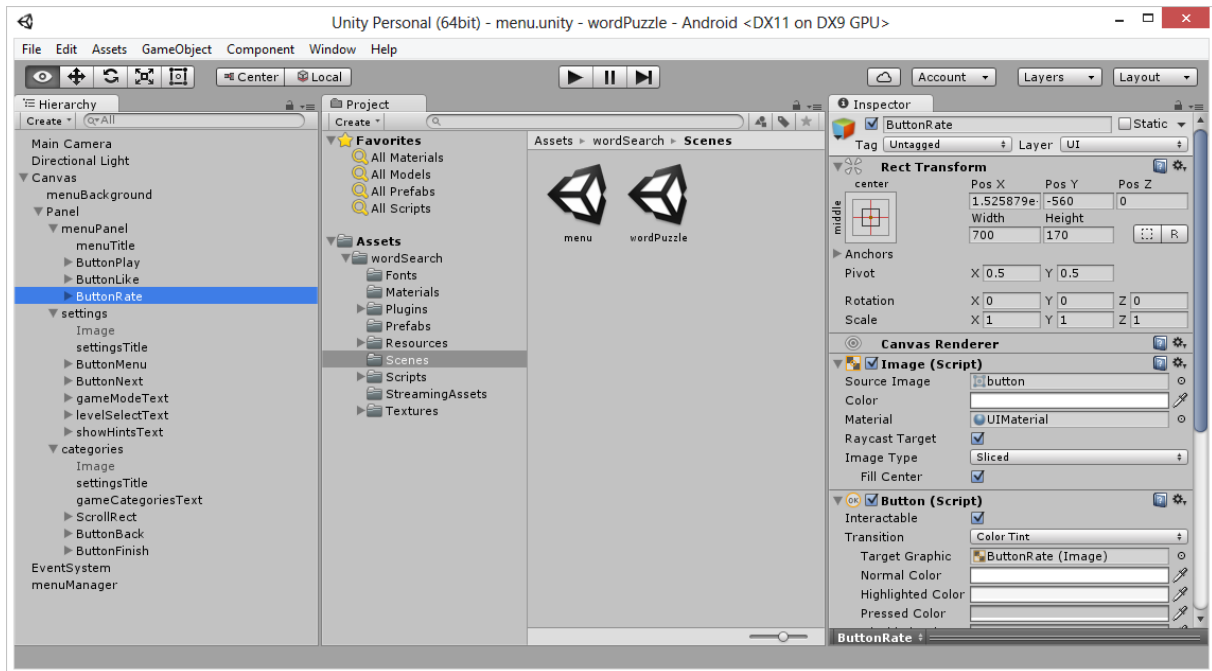
Attached to the button is the script ButtonFacebook which handles the code. Type in your facebook profile name and you are done.



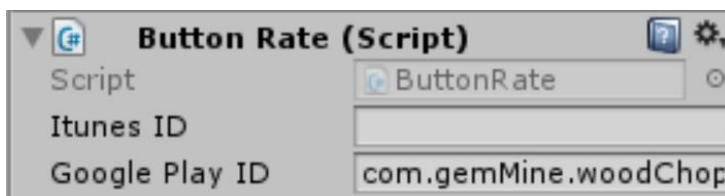
RATE BUTTON

If you want to publish your project on google play or itunes (and you will), you need a convenient method to redirect your users to your product page to let them rate it. Meet the all new GemMine Rate Button.

You find the button under **Canvas | Panel | menuPanel | ButtonRate**

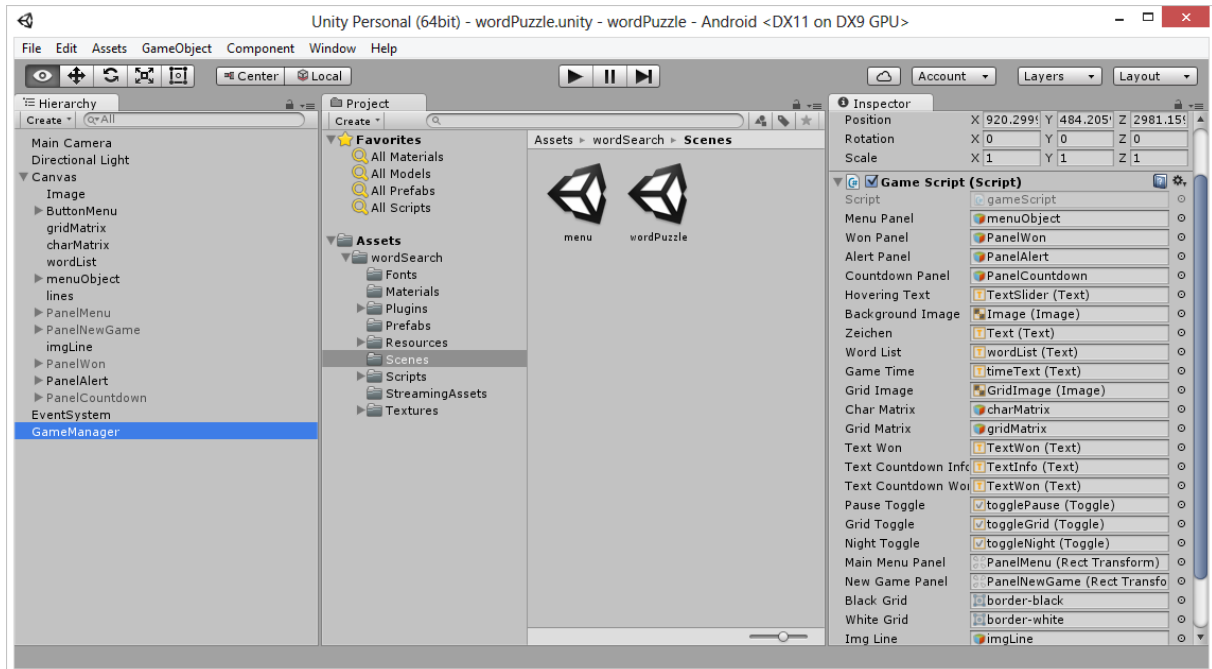


Attached to the button is the script ButtonRate which handles the code. Type in your itunes Bundle ID and your google Play bundle ID and you are done.



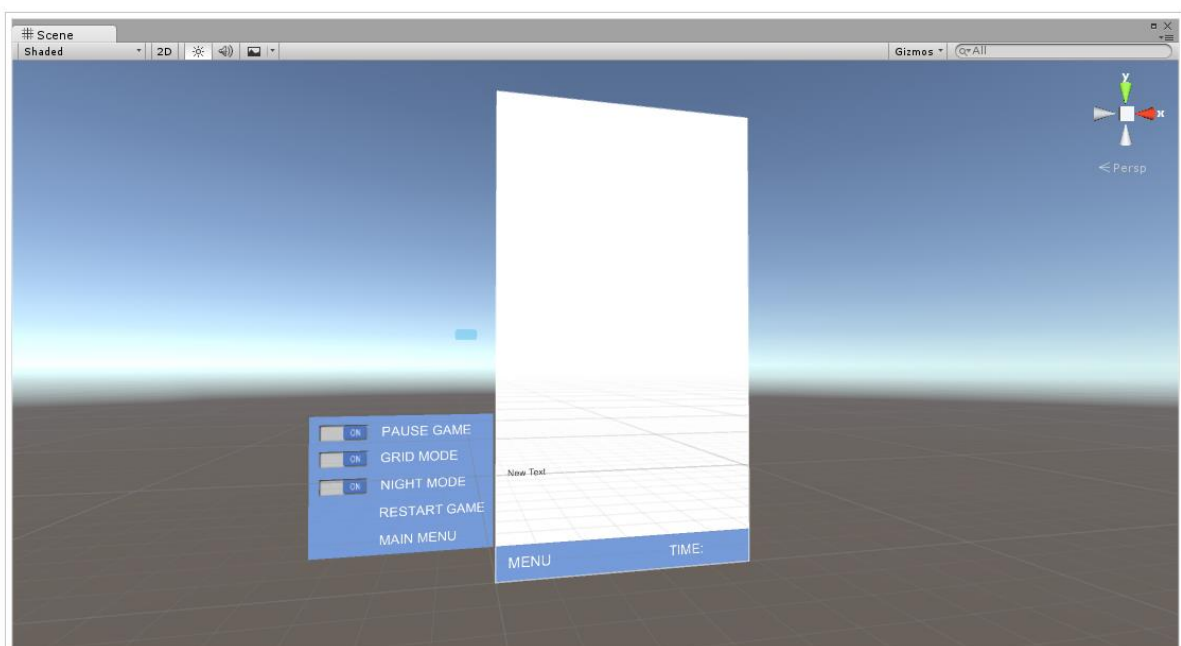
WORDPUZZLE SCENE

The wordPuzzle scene contains the game. All parameters for the game to play are stored in PlayerPrefs in the menu scene and read in this scene.



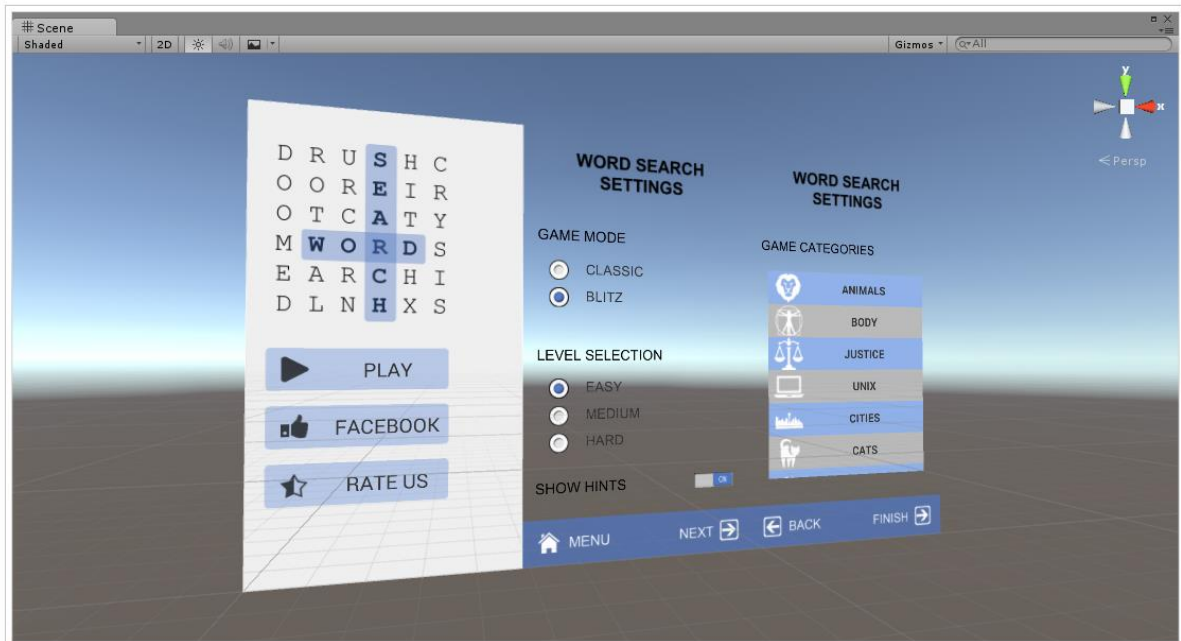
The object responsible for the game is the GameManager object, attached to it the GameScript. As you can see, there are a lot of inspector slots – but none of them for customizing. They are just there for some convenience.

The game offers an in-game-menu, which can be opened by clicking on the menu button. The menu then slides in. It can be closed the same way.

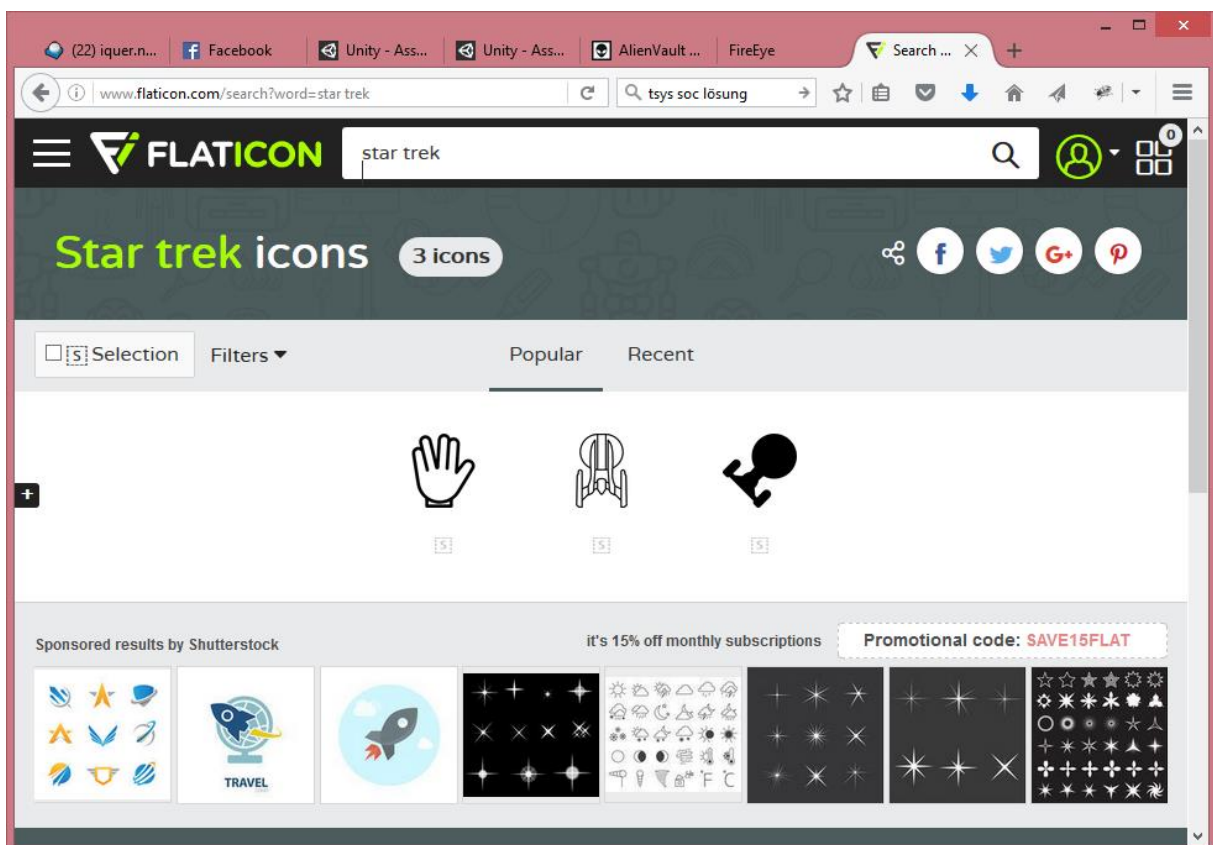


EXTENDING THE GAME

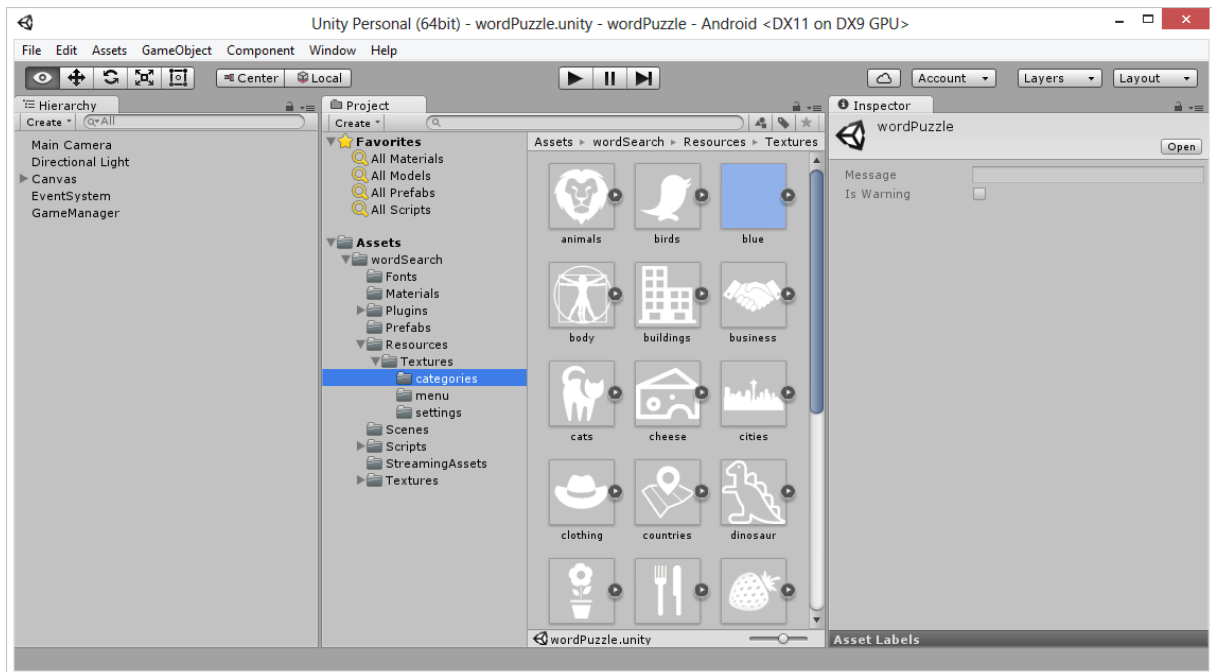
The game makes use of a database which contains all categories, puzzle items and their difficulty level. If you start up the game you can see a category scrollview on the last page:



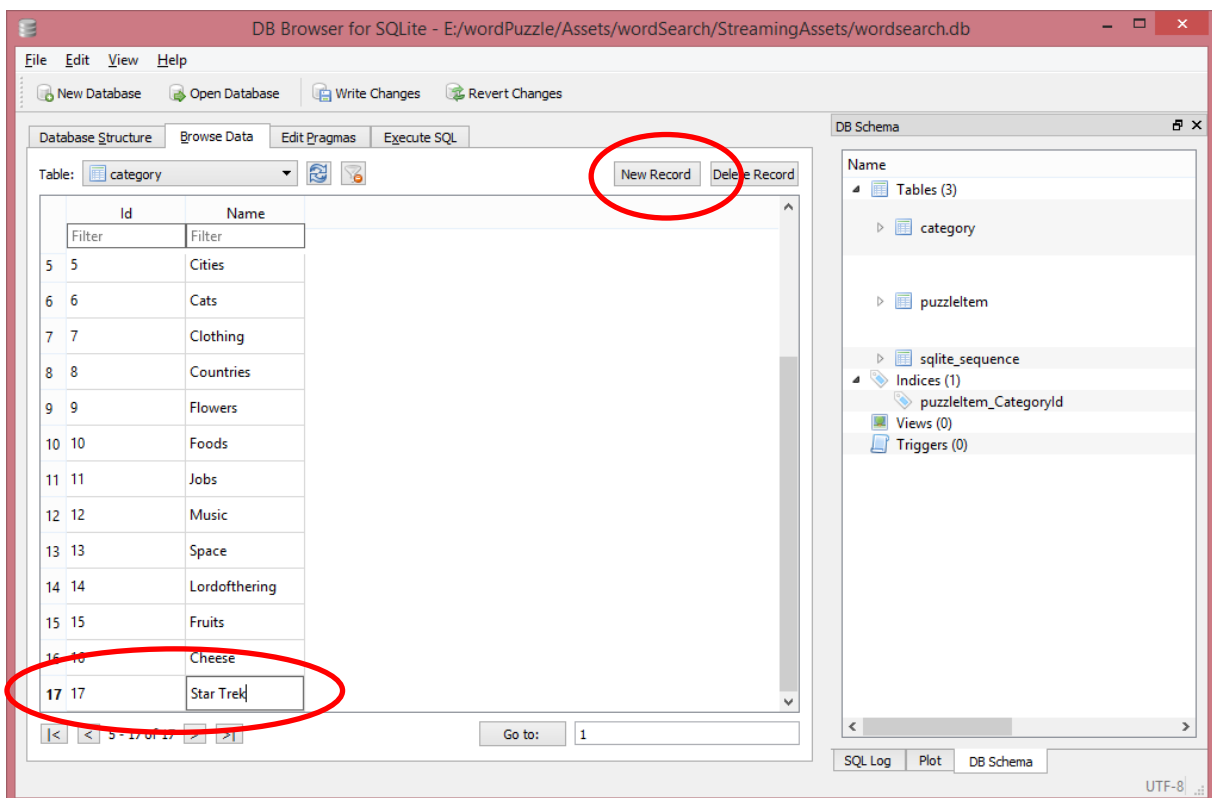
To add new categories (and puzzle items) you have to do some simple steps. Search for a nice picture icon you want for your category. Maybe you should have a look at www.flaticons.com. If you want to add a new category – say, star trek – do a search and you might find an icon which fits your needs:



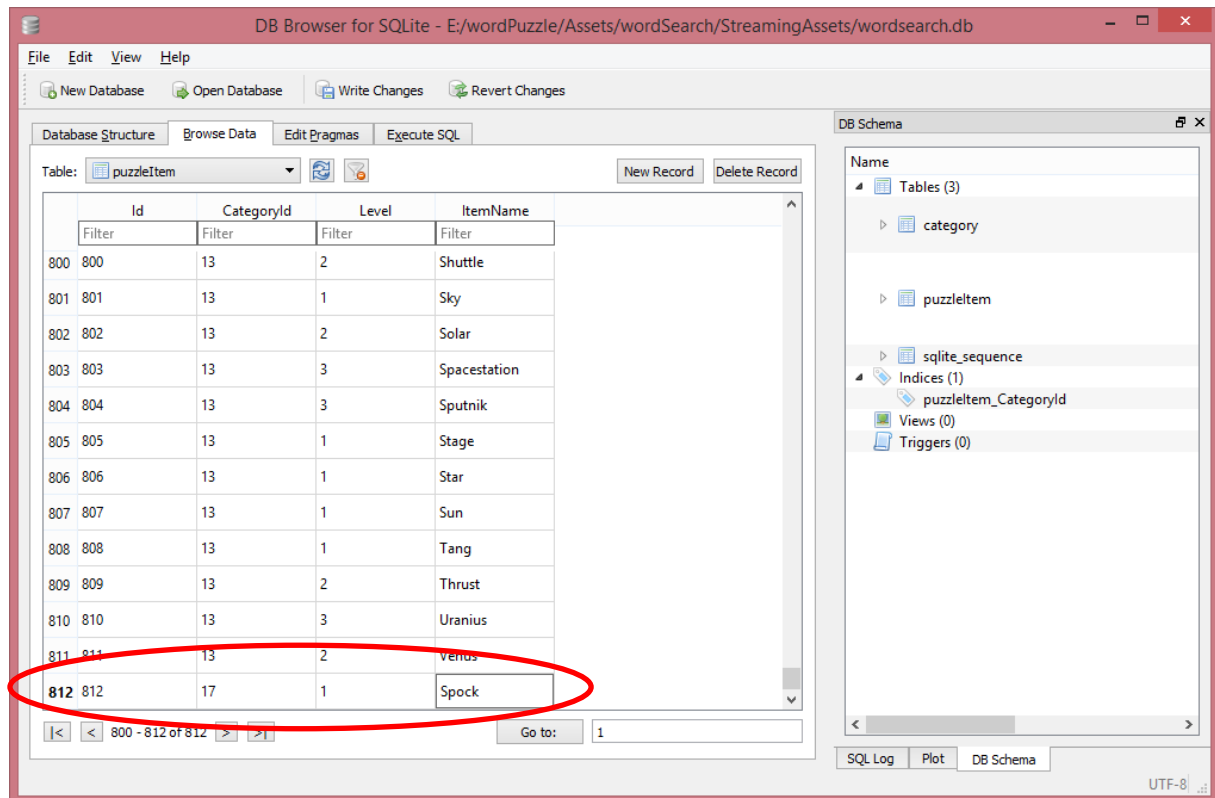
Save this icon as PNG, resize it to 160x160 pixel and store it to the **Resources | Textures | categories** folder:



Now open up the database. I prefer SQLiteDatabaseBrowserPortable to do that. You find the database at **wordpuzzle | Asset | wordSearch | StreamingAssets**. Now click on table “category” and choose **Browse Data**. By clicking **New Record** you can insert a new row. Make sure this row has the same name as your icon! Enter the first free number as category ID. In my case, this is 17 for category “star trek”.



Now click **Write Changes** to save the new category. After that, choose table “puzzleItem” and insert new values. Do not touch the column ID, the number is generated automatically.



The game has three levels:

- 1 – easy
- 2 – medium
- 3 – hard

You may decide for yourself which words are “hard” and which one are “easy”. I decided to make short word easy and long words hard. But, you may change that and adjust at your will.

After you did these changes, restart the game and the new category will appear magically!

Now you should be able to customize the game at your will.

If you like the game and/or the file, please rate it and write a review. I’d appreciate that!